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in: Adalwulf of Aedirn, Fey, Plant Life Form, and 2 more

Arboreal



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This fan-fiction article, **Arboreal**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.

The 'Arboreal', also known as the 'Treefolk', are a humanoid fey race that takes the form that appears between a human and a treant or walking tree, outside of the world of **Tír ná nÓg** these trees always look damaged, burned or broken, with no leaves or fruits to be seen.

Arboreals have been confused for Leshen by the undereducated in Monster Lore. The

Arboreals that appear on the Continent or in the World are actually cursed exiles which makes their appearance very different then their healthy **Tír ná nÓg** brethren.

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Treefolk



Taxonomy

Classification Fey/Plant

Species Fey

Subspecies Beldam

Physiology

Height Five to Eight feet tall

Hide Black, grey or white bark if any at all

Eyes Red or orange

Ecology

Intelligence Human level

Habitat Forests

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Origin

The Treefolk were created alongside the Nymph races as a biological experiment by Asherah and Dumera using the Fey (created by The Source) as a base.

Physiology

(Cursed) Their eyes tend to shine in a red or orange color when they are open and their face is usually burned or full of scars, always looking like an old person. It is not rare for them to miss limbs or to have many of them, up to 4 arms or legs, but in this cases only 2 are functional. Their bark tends to be black, grey or white, if they have bark at all. It is not uncommon they they have been invaded by insects or small animals, adding to their suffering. **Arboreals** range in height from five feet to eight feet tall. They do not use any kind of dresses, clothes or covers but, if they want or have to, they usually use old or dead things: Rusty armors, rocks, bones, dead leaves, skins of animals or even human remains.

(Healthy) A **Treefolk's** skin is covered in sturdy bark, their hair is either long and wispy like the leaves of a willow, dense as the top of an oak tree or bare like a piece of driftwood.

Treefolk stand anywhere from 6 to 8 feet tall.

Abilities

Arboreals

- **Plant Being Physiology:** **Arboreals** are biologically, a mobile plant with abilities and powers over plant-life.
 - **Asexual Reproduction:** When an **Arboreal** dies their bodies tend to break down into rich, fertile soil and a single seed. If this seed is planted in a old tree then the **Arboreal** will resurrect in the new body. An exception to this happened following the events of the **Elohim-Cosmic Horror War** in which the tainted seeds planted themselves and became the first **Beldams**.
 - **Darkvision:** **Arboreals** possess natural darkvision, allowing them to see in dim light as long as its within 60 feet of them they see as if it were bright light, and in darkness as if it were dim light. Thought they cannot discern color in darkness, only in shades of gray.
 - **Dermal Armor:** **Arboreals** have bark-like skin which gives them a type of natural dermal armor against damage.
 - **Fey Origin:** **Arboreals** have several abilities that tie back to their fey ancestry and their plant nature. For example like Dryads, Arboreals are tied to trees specifically they are a type of fey spirit that reproduces by creating a new Arboreal spirit and having it possess an existing dead tree, this ties in to the Arboreals weakness, they are quite flammable thus have a weakness to fire.
 - **Nature Communication:** **Arboreals** have the mysterious ability to communicate with animals and plants.

Treefolk

- **Plant Being Physiology:** **Treefolk** are biologically, a mobile plant with abilities and powers over plant-life.
 - **Asexual Reproduction:** When a **Treefolk** dies their bodies tend to break down into rich, fertile soil and a single seed. If this seed is planted in a forest that is touched by fey magic, it will eventually grow into a new **Treefolk**.
 - **Chloroscience:** The **Treefolk** know everything about plant life/vegetation/flowers/seeds/the forests/woodlands/fields. As such, they

know everything within plant life, and what dwells around it.

- **Dermal Armor: Treefolk** have bark-like skin which gives them a type of natural dermal armor against damage.
 - **Natural Weaponry:**
 - **Spur Protrusion:**
 - **Pain Suppression:** Treefolk are incapable of feeling pain allowing them to think clearly and continue to move without even flinching despite a grievous injury.
- **Ecological Empathy: Treefolk** can sense the overall well-being and conditions of their immediate environment and natural setting stemming from a psychic sensitivity to nature, including all biomes (forests, deserts, tundras, wetlands, mountains, etc).
- **Extended Lifespan:** A healthy **Treefolk** youngling takes 100 years, it gains mobility and can travel the land. **Treefolk** live anywhere between 700-1000 years depending on the health of their forest.
- **Malleable Anatomy: Treefolk** are capable of manipulating their form, converting their arm into a long vine which they can use as a whip.
- **Nature Communicaion: Treefolk** have the mysterious ability to communicate with animals and plants.
- **Photosynthesis:**

Weaknesses

- Arboreals
 - Weakness to fire

Behaviors

TBA

Notes

- **Arboreals** are the designation given to the cursed individuals while healthy individual are referred to as just the 'Treefolk'.

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